



GATEWAY DECATHLON

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GATEWAY SOUTH

CONSTRUCTION & INNOVATION DISTRICT



Gateway South is a mixed-use redevelopment plan revitalizing the Downtown St. Louis riverfront directly south of The Gateway Arch.

Anchored by a Design & Construction Innovation District, Gateway South is positioned to activate the historically significant, currently blighted site, and create a sustainable growth engine for both the city and innovators within the Design & Construction Industry.

Gateway South will be the first-ever **geographic hub** for this sector - whereas other sectors (i.e. entertainment, tech, finance, music) have benefited from sector-specific density in Hollywood, Silicon Valley, Wall Street and Nashville, respectively.

For decades, construction has lagged behind other industries in efficiency gains. Now labor shortages, rising material costs and large-scale unmet demand for more and better (more sustainable) housing call for change to the status quo.

The Innovation District will merge logistics, talent, and technology to dramatically improve productivity and performance. The Innovation District affords the opportunity to:

- Radically change the 'built environment' **supply chain**
- Streamline off-site **building production**
- Enable adoption of **new materials** and digital technologies
- Attract & train a new generation of **workforce** with construction skills of the future
- Strengthen the nationally-marketable **design & construction knowledge** base in St. Louis
- Produce buildings from St. Louis to be **exported** and erected around the country:

The Gateway South Innovation District project and the new Gateway Decathlon are landmark opportunities to research, innovate, build, and lead the global transformation of the design and construction industry.

GATEWAY DECATHLON



Gateway Decathlon (GWD) will be held October 2025 in St. Louis, Missouri. Participating Teams will compete side-by-side to attract thousands of visitors and consumer interest worldwide. The competition will showcase innovative designs and technologies while aiming to create a new marketplace for sustainable, off-site housing.

The competition consists of 10 separately scored Contests. Each of these Contests in the Competition have different assessment criteria. The Team with the highest total points at the end of the contest period wins the Competition.

Participation Stipend

All Teams selected to participate in GWD will receive \$100,000 as “seed money” to get started. Up to 16 teams will be selected for the competition.

Awards

Overall Winners

First, Second, and Third Place

Juried Contests

First, Second, and Third Place for each of the seven juried contests

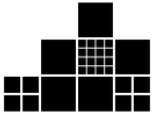
Certifications

- Official printed HERS certification for each Team
- Signed Certificate of Occupancy for each Team

The GWD website will showcase participating Teams and highlight the unique features of their houses. Anyone unable to attend the on-site event can explore GWD virtually to learn more.

CONTESTS & CRITERIA

CONTESTS & CRITERIA



Design



Engineering & Construction



Materials & Supply Chain



Livability



Innovation



Energy Performance



Water Optimization



Dwelling Functionality



Market Viability



Communications

Contest Type	Contest No.	Contest Name	Contest Points
Design & Construction <i>Juried</i>	1	Design	100
	2	Engineering & Construction	100
	3	Materials & Supply Chain	100
	4	Livability	100
	5	Innovation	100
Living <i>Measured</i>	6	Energy Performance	100
	7	Water Optimization	100
	8	Dwelling Functionality	100
Selling the Dream <i>Juried</i>	9	Market Viability	100
	10	Communications	100
			1,000 Total

As a "Decathlon," GWD is comprised of 10 contests that are scored independently of each other. Each contest is worth 100 points, with 1000 cumulative points available across the 10 contests. The team with the highest cumulative score at the end of contest period wins the competition. Teams earn points through jury evaluations, performance-based ratings, and verification of equipment functionality.

Juried contest scores are determined by groups of subject-matter experts. The Measured contest scores are determined by the Organization. Jury and Organizer evaluation activities begin off-site before and continue on-site during the contest period. Final contest scores are announced during formal award ceremonies during the contest period.

1 DESIGN

Objective

The objective of this Contest is to assess the holistic design of the dwelling unit from the scale of the site to the scale of the detail. Each entry will be evaluated based on its focus on off-site construction methodologies and the dwelling unit's part to whole relationship within a larger development in a contextualized urban context. Each team will select a target to design around: New Construction, Addition or Renovation.

Criteria

Site integration and landscape design focuses on sustainable development strategies, micro-climates, new urbanism concepts, orientation, and creative landscaping of the selected site.

Building design focuses on passive and active design strategies, indoor/ outdoor connections, and efficient use of space with transformable/ multi-functional spaces. It also focuses on the overall cohesion between the design, structure, systems, and landscape.

Interior design focuses on the use of sustainable and durable materials while creating a sense of place within the dwelling unit. Teams should also consider the selection and implementation of furniture and lighting (natural and artificial) to create comfortable, functional, and adaptable spaces.

Energy production integration focuses on the careful integration of renewable energy technologies into the overall design of the dwelling unit. Teams are encouraged to think beyond roof-mounted photovoltaic panels.

Assessment

Assessment is based on the drawings, Architecture Design reports, models and/or VR animations as well as the on-site evaluation of the demonstration unit. A Jury of renowned architects will evaluate the Deliverables, as well as the on-site demonstration unit.

Innovation: Innovative approaches or processes are to be highlighted in a 1-page separate innovation report. The Design Jury will evaluate and provide up to 25 separate points for design innovation. See Contest 5.

2 ENGINEERING & CONSTRUCTION

Objective

The objective of this contest is to assess the engineering and construction design and implementation with an overall focus on off-site methodologies. Teams will demonstrate a clear understanding and emphasis on manufacturing and fabrication in lieu of traditional stick-built techniques. This contest considers the holistic approach to engineering and construction that encompasses the design, fabrication, assembly, testing, performance, and disassembly of the dwelling unit. The topics of Energy Performance, Dwelling Functionality and Resource and Water Optimization will be handled in their respective contests as a result of the design and engineering approach.

Criteria

Off-Site Fabrication Concept focuses on the clear and explicit demonstration of off-site strategies in the design and fabrication of the dwelling unit. The team will be evaluated against their chosen target of New Construction, Addition or Renovation. Teams should also consider the overall scalability of the dwelling unit to a larger development as well as the transportation and logistics strategy of getting the unit to the Gateway Decathlon site.

Assembly/ Disassembly Method focuses on the speed and efficiency of the assembly and disassembly process on-site. Both periods will be limited to only 5 days (the balance of 5 remaining days will be spent on testing,

verification, and landscape elements. Teams should also consider the structural implementation, joinery (structural, system and detail) and innovative foundation systems. Teams will have 4 days to disassemble their dwelling units and clear the site. Bonus points will be given for completing the assembly ahead of schedule.

Envelope Performance Analysis focuses on the measures undertaken to reduce the energy demand stemming from the building envelope. Teams should also consider innovative insulation technologies, passive and active design strategies, value, ease of maintenance and beauty of the façade.

Systems Integration focuses on the functionality, longevity, reliability, and efficiency of the building systems, including electricity, plumbing, lighting, HVAC, and renewable energy systems, and their adequate integration into the overall project. Teams should also

consider the intentional balance between passive and active systems for occupant comfort and energy reduction.

Assessment

Assessment is based on the Deliverables relative to the project, in particular the drawings, the Engineering & Construction reports as well as the on-site evaluation of the demonstration unit. A Jury of engineers and/ or architects specialized in the different areas of this Contest will evaluate the Deliverables, as well as the on-site demonstration unit.

Innovation: Innovative approaches or processes are to be highlighted in a 1-page separate innovation report. The Engineering & Construction Jury will evaluate and provide up to 25 separate points for engineering and construction innovation. See Contest 5.

3 MATERIALS & SUPPLY CHAIN

Objective

The objective of this contest is to assess the intentional use of sustainable materials, the mitigation of harmful products, the supply chain of materials and the workforce, and the management of these processes. As the construction industry continues to adopt off-site strategies and as production moves into more stable indoor working environments, the introduction of assembly lines and cross-pollination with other manufacturing industries is becoming omnipresent. Teams should consider innovative technologies to coordinate inventory and materials from procurement and handling to finishing and final assembly.

Criteria

Until now, the construction industry has had one of the worst records for productivity, quality, and predictability. Meanwhile, manufacturing sectors such as automotive, aerospace, and discrete manufacturing have long been using modern techniques such as interchangeability of component parts, “right first time” for quality, and just in time for supply-chain integration.

Material Supply Chain focuses on why a particular material is selected, where the material is coming from and how the material is implemented in the fabrication and assembly process.

Workforce Supply Chain focuses on resource optimization of people and processes that efficiently assemble the dwelling unit. Teams should also consider the diversity and training of their team as well as the clear articulation and advantages of a human versus a machine in the assembly process.

Inventory Management focuses on the importance of organization within the fabrication and assembly process. Teams should also consider a clear management system (analog and/ or digital) of both people and products in the design, procurement, fabrication, assembly, life cycle, disassembly, recycling, and reuse phases of the project.

Assessment

Assessment is based on the Deliverables relative to the project, in particular the drawings, the Materials & Supply Chain reports as well as the on-site evaluation of the demonstration unit. A Jury of architects, interior designers and contractors specialized in the different areas of this Contest will evaluate the Deliverables, as well as the on-site demonstration unit.

Innovation: Innovative approaches or processes are to be highlighted in a 1-page separate innovation report. The Materials & Supply Chain Jury will evaluate and provide up to 25 separate points for materials and supply chain innovation. See Contest 5.

4 LIVABILITY

Objective

Today's homes are being asked to do more than ever as they are spaces for shelter, meals, learning, professional work, recreation, entertainment, and social gatherings. Each of the sub-contests evaluates the multi-faceted nature of our homes and how flexible and efficient use of space contributes to the well-being of residents throughout their lives.

Criteria

Universal Design focuses on the topic of universal accessibility and how the dwelling unit is designed for a family as family members develop and change over their lives. Teams should also consider the easy adjustment of work surfaces to meet a wide array of users, quick retrofitting of systems, intuitive maintenance strategies, and implementation of solutions related to aging and disability needs.

Working from Home focuses on the realities of our hybrid professional work culture and the growing number of entrepreneurs that use dwelling units as business locations. The dwelling unit should be designed to foster a productive environment for both work and play. Teams should consider the acoustics, lighting, views, and amenities provided to boost productivity and well-being.

Flexibility focuses on the efficient use of space "to do more with less". Teams should also consider the dwelling units' ability to adjust based on changes in function, climate, and culture over the course of the day, year, and lifetime.

Well-Being focuses on how the dwelling unit can help keep the mind, body, and spirit healthy. Teams should also consider the spaces that foster contemplation, meditation, exercise, and circadian rhythms. Teams should reference WELL Building Standards.

Assessment

Assessment is based on the Deliverables relative to the project, in particular the drawings, the Livability reports as well as the on-site evaluation of the demonstration unit. A Jury of professionals specialized in the different areas of this Contest will evaluate the Deliverables, as well as the on-site demonstration unit for their effective implementation.

Innovation: Innovative approaches or processes are to be highlighted in a 1-page separate innovation report. The Livability Jury will evaluate and provide up to 25 separate points for livability innovation. See Contest 5.

5 INNOVATION

Objective

The Innovation Contest considers how well teams demonstrate the capacity to go above and beyond existing boundaries to push the envelope of possibilities. Solving complex problems calls for creative thinking and stepping outside the box to envision and develop new solutions for designs, materials, and products for the homebuilding industry. The team that nails this contest shows that it has the vision, as well as the nuts and bolts understanding, for innovative thinking that can make a difference. Innovations can be strategies, methods, designs, processes, or technologies demonstrating new approaches to meet the challenges of the future and add to the value or enhance performance of the dwelling unit.

Criteria

As described in the first four contests, Design, Engineering & Construction, Materials & Supply Chain,

and Livability, professional juries will evaluate each team's house for Innovation, according to the criteria for each of those contests. A combined total of scores from these four separate juries will serve as the final score for the Innovation Contest.

Assessment

The four Juries from the four Contests mentioned below will assess the different Deliverables relative to each project with special attention to the innovations mentioned within the 1-page innovation report for each of the following:

- **Innovation in Design** – 25 pts
- **Innovation in Engineering & Construction** – 25 pts
- **Innovation in Materials & Supply Chain** – 25 pts
- **Innovation in Livability** – 25 pts

6 ENERGY PERFORMANCE

Objective

This Contest addresses the real Energy Performance of the dwelling unit and its renewable power systems. This contest aims to address real world scenarios related to grid instability, natural disasters, and rising energy costs. The dwelling unit must be designed to as grid independent.

Criteria

The lower the HERS Index, the more energy efficient the dwelling unit is. The Organization will use accredited software tools to develop an energy model for each dwelling unit. Data will be collected from construction documents, direct measurement activities, and performance verification activities to develop model inputs and calibrate model outputs. As the Organization learns more about the housing units to refine model inputs, the HERS model will become progressively more accurate in predicting annual energy performance in the housing unit's permanent location.

Notes:

- Renewable energy production is considered in the model and has the effect of reducing the HERS Index.
- The Organization may develop custom methods

and tools for modeling innovative demand-side and supply-side energy systems and strategies that are not covered by the HERS standard.

- All supply-side and demand-side energy systems and strategies must comply with the GWD and local Building Codes.
- When a team fails to provide information that is required to develop well-documented and validated model inputs, the Organization will make conservative assumptions that will tend to increase the HERS Index.
- Teams are encouraged to use software such as the [Building Energy Optimization Tool \(BEopt\)](#) to identify cost-optimal combinations of efficiency measures and renewable energy production. The effective use of tools like BEopt may be considered by juries.
- Additional details about the model development and calibration process will be provided in the future.

Assessment

A HERS Index less than or equal to 40 earns all available points. A HERS Index greater than 40 and less than 60 earns reduced points, scaled linearly. A HERS Index greater than or equal to 60 earns no points.

7 WATER OPTIMIZATION

Objective

This Contest addresses the water use of the dwelling unit and its ability to recycle and reuse its water. This contest aims to address real-world scenarios related to natural disasters and drought while educating the public on effective ways to conserve water.

Criteria

The Organization will use approved standards and tools to calculate the [HERSH2O Water Efficiency Index](#) for each competition housing unit. The lower the HERSH2O Index, the more water efficient the dwelling unit. The Organization will use the approved standards and tools to develop a water efficiency model for each dwelling unit. They will use data collected from construction documents, direct measurement activities,

and performance verification activities to develop the model inputs and calibrate the model outputs. As the Organization learns more information about the housing units to refine model inputs, the HERSH2O model will become progressively more accurate in predicting annual water efficiency performance in the housing unit's permanent location.

Notes:

- The Organization may develop custom methods for modeling innovative demand-side and supply-side water systems and strategies that are not covered by HERSH2O standard.
- All supply-side and demand-side water systems and strategies must comply with the GWD Building Code.

- When a team fails to provide information that is required to develop well-documented and validated model inputs, the Organization will make conservative assumptions that will tend to increase the HERSH20 Index.

Additional details about the model development and calibration process will be provided in the future.

Assessment

A HERSH20 Index less than or equal to 40 earns all available points. A HERSH20 Index greater than 40 and less than 60 earns reduced points, scaled linearly. A HERSH20 Index greater than or equal to 60 earns no points.

8 DWELLING FUNCTIONALITY

Objective

The objective of this contest is to inspect and test different facets of each dwelling unit to verify that they function as intended and have been installed and configured per the construction documents. Dwelling unit systems, equipment, appliances, facilities, and electronics are examples of dwelling unit facets that require performance verification.

Criteria

Although specific verification procedures may vary for different facets as appropriate, typical verification involves three steps.

- Read the installation manual, operators manual, and/or relevant content in the construction documents to understand how the dwelling unit facet should be installed and configured and how it should function.
- Inspect and/or operate the facet under typical operating conditions and using typical operating modes. Make observations and/or record measurements during inspection and operation.

- Upon review of the recorded observations and/or measured data, determine if the facet functions as intended and if the facet has been installed and configured per the construction documents.

Assessment

If all dwelling unit facets function as intended and are installed and configured as presented in the construction documents, 100% of available points will be awarded. Partial points between 0% and 100% of available points will be awarded for partial functionality and/or partially accurate representation in the construction documents. Over the course of the competition period, the teams will host 2 social events (such as sharing meals) within the dwelling units. This will serve as intermittent tests for the systems within the dwelling unit.

Scoring is based on the following factors:

Equipment & Appliance Functionality - 90 pts
Gathering Events - 10 pts

9 MARKET VIABILITY

Objective

This Contest assesses the project according to its affordability and viability. The Gateway Decathlon competition asks the question: Would the project work in real-life in the framework conditions of a defined and realistic socio-economic scenario and housing market? Furthermore, this Contest is evaluated by determining to what extent the project or innovative parts of it can be a scalable blueprint for an off-site and resilient transition.

Criteria

This Market Viability contest considers the social and economic context of the chosen city, district, neighborhood, and defined group of residents. A clear description of these elements is crucial.

The project focuses on addressing the needs and concerns of both residents and property owners/ investors while ensuring social viability. **For residents**, the effects on operational costs such as rent levels, electricity, heating, and water are considered, with an emphasis on minimizing these costs through innovative approaches. The affordability of the proposal in the selected social scenarios and housing market is also assessed. **For property owners/investors**, accurate construction cost estimates, financing plans, and incentives/rebates should be considered. The rental return is evaluated in relation to the social scenarios and housing market, while energy-related and other innovative features are highlighted for their potential to enhance the unit's market value. The scalability of the dwelling unit and fabrication method to support future

growth is also considered. **Social viability** is ensured through the concept's ability to solve specific social and economic issues, improve residents' quality of life affordability, and align the articulation of space and interior design with their needs and desires. The proposal aims to serve as a blueprint for a wider roll-out within the neighborhood and beyond.

Assessment

A Jury of experts and professionals from the housing industry, social, neighborhood and city development will assess the affordability, economic and social viability based the Teams' defined social scenarios and housing market. The Jury considers the Market Viability report and performs an on-site evaluation of the demonstration unit.

10 COMMUNICATIONS

Objective

This Contest evaluates each team's demonstrated capacity to promote their skills, ideas, and designs through compelling communications and marketing strategies. The goal is to boost successful efforts that lead to near-term public and industry acceptance, adoption, and replication of these off-site prototype dwelling units. Each team must define in advance the intended regional market segment for their completed dwelling unit, including household composition, income level, and geographic location.

Criteria

For this Contest, each team will devise a background "narrative" about their competition dwelling unit. The narrative should connect to the target audience and highlight elements from the ten contests to illustrate how it will enhance their daily life while honoring the overarching concepts of off-site construction, resiliency, and affordability. The marketing strategies employed by the team should encompass various communication

materials that the team finds compelling to convey their message to the public and to the jury. The targeted message is assessed for its appropriateness in relation to consumers and its effectiveness and integration of key design elements for the off-site construction market. The team's use of on-site features, displays, models, and other materials to engage and educate the public will also be examined. Overall, the impact of these strategies on the marketplace will be analyzed, considering both immediate and long-term effects.

Assessment

The Communications jury will assign an overall score for each team's communications and marketing strategies, materials, and efforts to educate, inform, and persuade homebuyers and the public of the value of their dwelling unit. The Jury will consider the deliverables submitted and the effectiveness and delivery of communications and marketing activities at the competition site. The presentation may be recorded and used to post highlights on the competition website.

GENERAL RULES

GENERAL RULES

Rule 1 - Participation

1.1 - Entry

GWD is open to colleges, universities, and other post-secondary educational institutions. Teams are encouraged to partner with related industries (A&E firms, builders, developers, marketing firms) who can add valuable experience and resources. Entry is determined through a proposal process. All proposals are reviewed, scored, and ranked. Subject to the quantity and quality of proposals, a limited number of teams will be selected for entry.

1.2 - Contact Information

Each team must enter contact information in the Team Portal for the team officers listed in Table 1 and must keep contact information current for the duration of the competition.

- If a team's internal officer titles do not exactly match those listed in Table 1, each team must provide the contact information for the person fulfilling each of the areas of responsibility described in the second column.
- Teams must provide contact information for only one person in each officer position.
- An individual may have multiple officer titles.
- Faculty members are only eligible to fill the "faculty advisor" team officer position. Eligible Decathletes must fill all other team officer positions.

1.3 - Safety

Each team is responsible for the safety of its operations. If a hazardous condition is identified, the Organization may issue a stop work order at any time during the competition. The duration of the stop work order is at the discretion of the Organization; lost work time will not be compensated. Verifiable health insurance is required during the competition period.

1.4 - Personal Protective Equipment (PPE)

Each team must supply all necessary PPE and safety equipment for all workers and visitors during the competition. During assembly and disassembly, a minimum level of PPE must be worn by team member:

- Hard Hat, Safety Glasses, Shirt, Long Pants, Safety Vest, Safety Boots

- Additional PPE or safety equipment must be used if required for any task being performed.
- Individuals under the age of 18 are not permitted to be on team sites during assembly and disassembly.

Table 1: Team Officers for Participating Teams

Title	Responsibilities
Faculty Advisor	Serves as the lead faculty member and primary representative of a lead participating school; also provides guidance to the team throughout the project
Primary Student Contact	Ensures that official communications from the Organization are routed to the appropriate team member(s)
Project Manager	Leads project planning and execution
Public Relations Contact	Works in conjunction with the Organization to coordinate team interactions with the media
Construction Manager	Responsible for planning and oversight of the construction, transport, assembly, and disassembly of the dwelling unit
Architecture Project Manager	Responsible for the architectural design effort; license not required
Project Engineer	Responsible for the engineering design effort; license not required
Measured Verification POC	Serves as the primary point-of-contact (POC) for all activities related to the measured verification contests
Safety Officer	Responsible for developing and ensuring compliance with the Environment, Health, and Safety Plan for the team
Sponsorship Manager	Responsible for recruiting team sponsors and ensuring compliance with Rule 10.3

1.5 - Conduct

Improper conduct, the use of alcohol or marijuana, and the use of illegal substances are not permitted on the competition site at any time. Improper conduct may include, but is not limited to, improper language, unsportsmanlike conduct, unsafe behavior, distribution of inappropriate media, and cheating.

GENERAL RULES

1.6 - Use of Likeness, Content & Images

Faculty, Decathletes and Team members agree to the use of their names, likenesses, content, graphics, and photos in any communications materials issued by the Organization and event sponsors.

- Content and images (graphics and photos) may be viewable and made available to the general public via digital and printed collateral material with unrestricted use.
- The Organization and event sponsors will make all reasonable efforts to credit the source of content and images, although they may be published without credit.

Exception: If a team submits content or images that it would like kept confidential, it should make that request, with an explanation, in writing, to the recipient of the content or images. Every effort will be made to honor requests for confidentiality until the end date of the competition, when all confidentiality requests expire.

1.7 - Withdrawals

Any team wishing to withdraw from the project must notify the Competition Manager and Director in writing. All written withdrawals signed by a faculty advisor are final.

Rule 2 - Site Operations

2.1 - Damage Liability

Each team is financially responsible for any damage to the competition site caused by any Team, except as allowed under Rule 2.3. Insurance requirements will be outlined in future addenda.

2.2 - Construction Equipment

While on the competition site, teams may use only heavy construction equipment that has been declared in the construction documents and subsequently approved by the Organization.

- Upon arrival at the competition site entrance, operators of truck-mounted cranes, trailers, semi-trailer trucks, etc. must drive their vehicles to a designated staging area. When they are instructed to drive from the staging area to the designated dwelling site, vehicle operators must follow established paths and the Organization's schedule and internal circulation route.

- Each team is permitted a maximum of two vehicles in the village at any one time. Vehicles must be parked in either the team staging area or directly adjacent to the team lot.
- Equipment or tools that are deemed unsafe by the Organization or do not comply with applicable requirements of the Occupational Safety and Health Administration (OSHA) or other applicable regulatory standards are prohibited on the competition site.

2.3 - Ground Penetrations

Ground penetration is permitted only for the approved means of wind tie-down and electrical grounding needed to meet GWD Building Code requirements.

2.4 - Impact on the Competition Site

Low-impact footings must be used to support all dwelling unit and site components.

- All footings must comply with the bearing pressure criteria specified in the GWD Building Code.

2.5 - Construction Power & Lighting

Generators are permitted to power tools and construction lights during assembly and disassembly. Ambient site lighting will be provided by the Organization during the assembly period.

- Teams must supply their own power for construction purposes.
- Engine generator noise levels must not exceed 60 dB (A) at 50 ft (15.2 m) under full load.
- Teams must supply their own task lighting as needed to operate safely.

2.6 - Spill Containment

The release of water and other liquids onto the competition site or into nearby storm drains is prohibited without advance approval from the Organization.

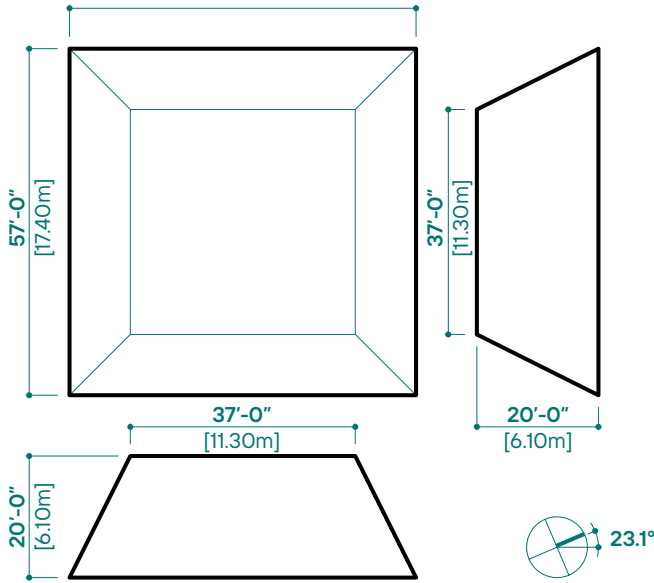
2.7 - Lot Conditions

Teams need to design and plan for minor vertical elevation changes up to 4 in. (10 cm) across a team site. The minimum soil bearing capacity of the site is 2,000 psf or 95 kPa (kN/m²). With the organizers' approval, the team may use other means to increase the soil bearing capacity.

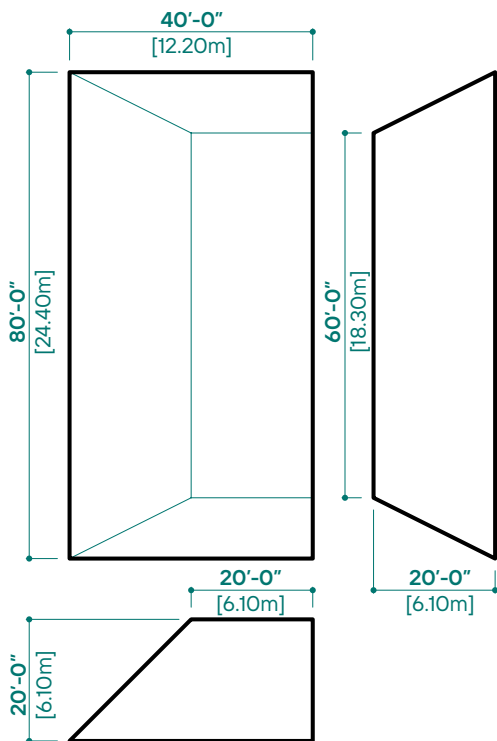
GENERAL RULES

Figure 1 - Solar Envelope Options

Lot A - Lot can be rotated 90°, 180°, 270°



Lot B - Lot can be rotated 90°, 180°, 270°



Rule 3 - Building Envelope

3.1 - Lot Sizes

All house and site components must be located and remain within the lot boundaries for the assigned team lot. Lot dimensions vary depending on selection. Each lot will have an additional Operations Area

- **Lot A:** 56'-6" x 56'-6" (17.4m x 17.4m)
- **Lot B:** 40'-0" x 80'-0" (12.2m x 24.4m)

3.2 - Operations Area

Next to the teams' lots will be a space designated as the Operations Area. This area will be only available during the assembly and disassembly phases and will provide at least 800 SF. The exact location of this area will be shared with the GWD Site Information at a later date. During the competition period, this area will be used as circulation paths.

3.3 - Height Limit

The maximum vertical height of the house and all site components must be less than or equal to 20 ft (6.1m) above the maximum grade elevation within the lot boundaries.

- Small weather stations, antennas, air vents, and other similar components may be specifically exempted from Rule 3.2 if all the following conditions are met:
- The Team can prove to the satisfaction of the Competition Manager that the component is not significantly restricting a neighbor's right to the sun.
- The Team makes a request for an exemption to the Competition Manager. The Competition Manager determines that the component is sufficiently unique in function and small in size to warrant an exemption.
- Movable or convertible house or site components must not violate the height limit during live demonstrations or in printed or electronic media presented by the Team during jury visits, public exhibit hours, or contests.

3.4 - Solar Envelope

See Figure 1 to the left.

GENERAL RULES

Rule 4 - The Dwelling Unit

4.1 - Structural Design Approval

Each Team must submit structural drawings and calculations that have been stamped by a qualified, licensed design professional.

- By stamping the structural drawings and calculations, the licensed professional certifies that the structural provisions of the GWD Building Code have been met by the design, and that the structure is safe for the public to enter if it is built as designed.
- The licensed professional must stamp the structural drawings and calculations of the dwelling unit and all site components that might pose a threat to public safety if they fail.

4.2 - Electrical & Power Generation Design Approval

Each Team must submit electrical and power generation design drawings and calculations that have been stamped by a qualified, licensed design professional.

- By stamping the electrical drawings and calculations, the licensed professional certifies that the electrical provisions of the GWD Building Code have been met by the design, and that the electrical design is safe for the public to enter if it is built as designed.
- The licensed professional must stamp the electrical drawings and calculations of the dwelling unit and all site components that might pose a threat to public safety if they fail.

4.3 - Finished Square Footage

The finished square footage, as defined by ANSI Z765-2003, "Square Footage – Method for Calculating," must be at least 600 ft² (55.7 m²) but must not exceed 1400 ft² (130.1 m²). The dwelling can be up to 2-stories.

- If the building has convertible or movable components, the maximum and minimum square footages observed during live demonstrations or shown in printed or electronic media presented by the Team during jury visits, public exhibit hours, or contests count as the maximum and minimum square footages of record, respectively.

4.4 - Entrance & Exit Routes

The main dwelling unit entrance may be placed on any side of the dwelling unit. However, an accessible route leading from the main street of GWD village to the main dwelling unit entrance must be provided.

- The dwelling unit exit route must lead from main exit to a main street in the GWD village.
- **Possible Exception:** Pending the approval by the Organization, teams on "corner lots" may modify the exit route so that it empties onto a "cross street." Teams requesting this option must provide an alternate site plan in the construction documents that shows an exit to the cross street. The alternate site plan will be considered if the Team is situated on a corner lot. However, the location of corner lots will not be known with certainty until the beginning of assembly.
- Teams must clearly illustrate and label the entrance and exit routes between lot boundaries and dwelling unit entrance/exit in the construction drawings.

4.5 - Competition Prototype Alternatives

Teams must present dwelling units adapted to St. Louis's climate conditions in the competition time (October) for the Competition. All modifications compared to the design competition must be clearly indicated as such in the various documentation materials.

Rule 5 - Energy

5.1 - Competition Site Constraints

Grid interconnection is not available at the competition site. Therefore, dwelling units must operate autonomously during the entire contest period.

- Energy sources and storage intended only for use on the competition site must comply with Rules 8.3 and 8.4.
- To avoid confusing GWD village visitors and jurors, energy sources and storage intended only for use on the competition site must be clearly identified as such in design deliverables; they must be physically labeled with Organizer-provided labels while the dwelling unit is at the competition site.

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5.2 - PV Technology Limitations

Bare photovoltaic cells and encapsulated photovoltaic modules must be commercially available to all teams by the beginning of the event.

- Substantial modification of the crystal structure, junction, or metallization of PV cells or systems constitutes manufacture of a new cell and is not allowed.

5.3 - Energy Sources

GWD dwelling units must be all-electric and designed to consume only electricity generated within the lot boundaries.

- Dwelling unit designs must not include facilities capable of directly consuming non-electrical fuel sources, such as wood, natural gas, propane, oil, hydrogen, etc., unless all the fuel is generated within the lot boundaries.

5.4 - Batteries

Hard-wired battery banks, large plug-in uninterruptible power supplies (UPS), and devices with small secondary (rechargeable) batteries designed to be recharged by the electrical system of the dwelling unit are permitted in the designs.

- Batteries include most commercially available energy storage devices, such as electrochemical batteries and capacitors.
- Electric vehicle systems designed to push power from EV batteries to the electrical system of a dwelling unit may be used. These must be commercially available vehicles on sale.
- The use of primary (non-rechargeable) batteries (no larger than "9V" size) is limited to smoke detectors, remote controls, thermostats, alarm clock backups, and other small devices that typically use small primary batteries.

5.5 - Desiccant Systems

If a desiccant system is used, it must be regenerative.

- To enable verification that the desiccant system is regenerative, the desiccant material or device must be easily measurable.

- Some desiccant systems with very low moisture storage capacities may be exempt from this requirement. Exemptions will be granted on a case-by-case basis.

Rule 6 - Vegetation

The use of potted vegetation is permitted on assigned Team lots at the event site. All potted vegetation must comply with rules 2.4 and 2.6.

6.1 - Placement

Vegetation may be moved around the lot prior to the contest period, after which it must remain stationary until the conclusion of contest period, unless drawings clearly show how some or all vegetation is designed to be moved as part of an integrated system.

6.2 - Watering Restrictions

Greywater that might contain living organisms that could go septic must not be used to water vegetation at the GWD village.

Rule 7 - Liquids

7.1 - Competition Site Constraints

Teams are not permitted to connect their dwelling units to the municipal supply, sewer, or storm water networks on the competition site. Instead, they may request a one-time water delivery from the Organization, subject to the limitations and regulations described in Rule 9.9.

- Teams must provide the means to store the requested supply water, deliver the water to the water supply system for the dwelling unit, and store all water outputted by the drain-waste-vent (DWV) system of the dwelling unit.
- To avoid confusing GWD village visitors and jurors, water storage and distribution vessels, pies, and additional components intended only for use on the competition site must be clearly identified as such in the design deliverables; they must be physically labeled with Organizer-provided labels while the dwelling unit is at the competition site.

7.2 - Container Locations

- Primary supply water and greywater containers must be located outside of the finished square footage of the competition dwelling unit. These containers may not be located below the finished square footage.

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- **Exception:** Teams may utilize one or more small tanks to accept wastewater discharge in preparation for delivery to the main wastewater tank(s), up to a maximum aggregate volume of 20 gallons.
- Solar storage, hot water, or other thermal storage containers may be located within the finished square footage of the competition dwelling unit.
- The primary supply water tank(s) must be fully shaded from direct solar radiation between 9 a.m. and 5 p.m.

7.3 - Greywater Reuse

A team may reuse greywater for irrigation purposes only.

- Greywater reuse systems must comply with rule 7.2.

7.4 - Rainwater Collection

A team may collect rainwater that falls on its site and use it in, or as, an irrigation source, water feature, heat sink or heat source

7.5 - Evaporation

Water may be used for evaporation purposes.

7.6 - Thermal Mass

Teams may use liquids as thermal mass.

- Thermal storage containers must be filled and sealed before their arrival on the competition site. They must remain sealed until removed from the competition site by Teams.
- Thermal storage containers must be isolated, and the contained liquid must not circulate to other containers or systems.

7.7 - Greywater Heat Recovery

Heat may be recovered from greywater as it flows from the drain to the waste tank. "Batch"-type greywater heat recovery is prohibited.

7.8 - Water Delivery

A team may request up to 1500 gallons of water from the Organization in its detailed water budget. The detailed water budget must be included in the Project Manual. The procedure and associated requirements for water delivery are as follows:

- On water delivery day, two water trucks begin at the southeast and northwest corners of the competition site in the morning and proceed to service each dwelling unit. Each truck will be equipped with a pump to aid in water supply delivery.
- Each Team must provide six people, on command, to help move the water hose to their dwelling unit from the previously serviced dwelling unit.
- After the two trucks have serviced all dwelling units once, they will circle the village again to service any dwelling unit that needs a container "topped off."
- Teams that delay the water supply process or request additional water after the trucks have completed their second circle around the village are subject to a penalty and a delay in receiving their water. Instead of, or in addition to, a penalty, these teams may be required to pay for their own water. Teams required to pay for their own water supply must use a company approved by the Organization.
- The design deliverables must clearly indicate the fill location(s), quantity of water requested at each fill location, container dimensions, diameter of the opening(s) (minimum 4 in., or 10 cm), and clearance above the container(s) fill location(s) (minimum 12 in., or 30.48 cm). All openings must be easily accessible.
- Teams are responsible for distributing water for use within their dwelling units. This includes all necessary pumps, containers, lines, valves, etc.

7.9 - Water Removal

The procedure and associated requirements for water removal follow.

- On water removal day, two water trucks begin at the middle of the village and proceed toward the northwest and southeast to service each dwelling unit. Each truck will be equipped with a pump to aid in water removal.
- Each Team must supply six people, on command, to help move the water hose to their dwelling unit from the previously serviced dwelling unit.
- After the two trucks have serviced all dwelling units once, they will circle the village again to service any dwelling unit that needs remaining water removed.

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- Teams that delay the water removal process may be required to pay for their own water removal. Teams required to pay for their own water removal must use a company approved by the Organization.
- The design deliverables must clearly indicate the removal location(s), quantity of water to be removed from each removal location, container dimensions, diameter of the opening(s) (minimum 4 in., or 10 cm), and clearance above the container(s) fill location(s) (minimum 12 in., or 30.48 cm). All openings must be easily accessible.
- Teams are responsible for either removing remaining water from the site or moving remaining water to the designated removal locations.

7.10 - Team Provided Liquids

A team may provide its own liquids for the following purposes:

- Personal hydration
- Irrigation [one-time delivery before water delivery day, 50-gallon (189 L) limit, water only]
- Thermal mass (quantity limited by soil bearing pressure limit and rule 4.4; see rule 9.7 for restrictions)
- Food preparation
- Hydronic system pressure testing. *The water may only fill isolated loops; it must not enter tanks.*

Rule 8 - The Event

8.1 - Registration

All GWD event participants must register through the online registration site or at the competition site.

The following rules apply to all registrants:

- Each event participant must register individually. Group registrations are not allowed.
- When registering, event participants must complete all required information and forms before accessing the event.
- Organizers, team members, and staff must provide a photo. To avoid delays, registrants should use the

online registration site and submit completed forms, information, and photos prior to the event. Once all information, forms, and photos are received, the Organization will issue an event security ID, which must be always visible while on the competition site.

Exceptions:

- Team crew members are not required to submit a photo. Due to safety concerns, site access for team crew may be restricted.
- Visiting media are not considered event participants and are not required to register, but those individuals must check in at event headquarters. Due to safety concerns, site access for visiting media may be restricted.

8.2 - Team Sponsor Recognition

All communication materials produced by Teams concerning the competition (including team websites) must refer to the competition as the "Gateway Decathlon" or "GWD".

- Teams are required to use the GWD brand on all communications materials visible on the competition site. The GWD brand must be at least three times the size of all other brands.
- The GWD brand is the only required graphical element.
- Team uniforms are exempt from rule 10.2. See rule 11.5 for specifics.

8.3 - Team Sponsor Recognition

Team sponsors may be recognized with text, brands, or both, but any text or brands must appear in conjunction with the GWD brand.

- Rule 10.3 applies, but is not limited to, all communications materials that will be on display or distributed at the competition site.
- The combined area of all marketing and communications materials or other products that are located on the team lot and exist largely for the recognition of sponsors is limited to 20 ft² (1.89 m²). "Other products" include, but are not limited to, signs, exhibits, posters, plaques, photos, wall art, and furnishings.

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- For multimedia or audio presentations shown on the competition site, no more than 20% of the total time, one minute, or whichever is less, may be dedicated to recognition of team sponsors.
- Labels that feature a built-in manufacturer's brand are acceptable and need not be accompanied by the GWD brand.
- Team uniforms are exempt from rule 10.3. See rule 11.5 for specifics.

8.4 - Logistics

- Each team is responsible for the transport of its dwelling unit, contents of the dwelling unit, and all necessary tools and equipment. Each team is responsible for any damage to or loss of such items.
- Each team is responsible for procuring all necessary equipment, tools, and supplies.
- Each team is responsible for transportation, accommodations, lodging, food, and beverages.
- Each team is responsible for making its own arrangements and to cover all necessary costs.
- **Exception:** The Organization will provide drinking water for the duration of the event.

8.5 - Inspections

Each project will be inspected for compliance with the GWD Rules and Building Code.

- A team must notify the appropriate inspector when it is ready for a formal inspection.
- Random compliance checks may occur at any time.
- All final inspections must be "passed" by the end of the inspectors' workday, in order for a team to be eligible to participate in contests on the next day. The Competition Manager will check each team's inspection status, as indicated on the team's official inspection card, to determine which dwelling units are eligible to participate in contests.
- **Exception:** Jury visits will proceed as scheduled, regardless of a team's inspection status. However, jurors may be aware of the team's inspection status and may consider this in their evaluations.

- Open, partially functioning Dwelling Units are preferable to closed, fully functioning Dwelling Units. The Organization may direct inspectors to require that an unsafe condition be corrected in order to allow public visits—even if, as a consequence, the dwelling unit is ineligible for participation in contests.

Rule 9 - Contest Period

9.1 - Dwelling Unit Occupancy

- The number of dwelling unit occupants must never exceed the occupancy limit established by the GWD Building Official.
- Teams must promptly comply with temporary and scheduled Organizer requests for reduced occupancy to allow for contest operations, inspections, VIP visits, media visits, fire drills, etc.

9.2 - Dwelling Unit Operations

Only Decathletes from each team are permitted to actively operate their own dwelling unit and participate in contests during contest period.

- All competition-related communications on the competition site must be between GWD Organizers and Decathletes.

9.3 - Late Design Changes

Each dwelling unit assembled on the competition site must be consistent with the design and specifications presented in the as-built deliverables.

- If there are known inconsistencies between the dwelling unit and the as-built deliverables, the team must document these inconsistencies and submit documentation to the Competition Manager as soon as possible after the inconsistency is known.

9.4 - Public Exhibit

- Teams are required to provide an accessible route to all areas of the dwelling unit and site that are available to the public during exhibit hours.
- Teams are permitted to produce and distribute no more than one informational brochure or handout at the competition site.
- Teams must develop signage that complements public exhibit tours by informing visitors about the team dwelling unit and engaging visitors who are waiting in line for a tour.

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- Only the Organization and Organizer approved vendors may provide food and beverages to the public at the competition site.

9.5 - Team Uniforms

- During contest period and special events specified by the Organization, all team members present on the competition site, or the site of a special event, must wear uniforms that represent their team.
- Team uniforms are exempt from rules 10.2 and 10.3.
- Team sponsor brands are approved to be visible ONLY on the back of the team uniform (jacket, shirt, hat, or another wearable item).
- The only information or graphics approved to be visible from the front of the team uniform (jacket, shirt, hat, or another wearable item) are the name of institution and its brand, the team's name and brand, and the GWD brand.
- A built-in clothing manufacturer brand may be visible on the front or back of the team uniform, or both.

9.6 - Impound

Each dwelling unit will be impounded on specified nights under the direct supervision of the Organization or staff. Team members and team crew must not occupy the site during impound hours.

Rule 10 - Authority

10.1 - Director

The Director has final decision-making authority in all aspects of the competition and the authority to overrule any other Organizer on any matter.

10.2 - Competition Manager

The Competition Manager is the lead Rules Official whose primary responsibility is administering the contests fairly and efficiently.

10.3 - Rules Official

The Rules Officials are the only Organizers authorized to interpret the official rules.

- If there is any doubt or ambiguity as to the wording or intent of these rules, the decision of Rules Officials prevails.

- Printed, electronic, and verbal communications from Rules Officials are considered part of, and have the same validity as, these rules.

10.4 - Organizers

A Rules Official may not be immediately available to make a time-sensitive decision. In this case, Organizers are authorized to enforce the rules in any manner that is, in their sole judgment, required for the fair and efficient operation or safety of the competition.

10.5 - Staff & Volunteers

GWD staff and volunteers are not authorized to enforce the rules under any circumstances.

Rule 11- Administration

11.1 - Precedence

If there is a conflict between two or more rules, the rule with the later date takes precedence.

11.2 - Violations of Intent

A violation of the intent of a rule is considered a violation of the rule itself.

11.3 - Effective Date

The latest version of the Rules posted on the Team Portal and dated for the year of the event represents the Rules in effect.

11.4 - Official Communications

Teams have a responsibility to stay current with official communications about the competition. Official communications between Teams and the Organization occur through, but are not limited to, one or more of the following:

- **Team Portal:** Official communications suitable for viewing by all Teams are posted on the Team Portal message board. The Team Portal includes a section for posting files. Other Team Portal features are used for various purposes. Instructions for joining the Team Portal are provided to each team immediately following the selection of teams.
- **Competition Manager e-mail** (eventhq@gatewaydecathlon.com): For confidential communications or the transfer of small (<5 MB), confidential files, teams may e-mail the Competition Manager. The content of communications sent to

GENERAL RULES

this e-mail address remains confidential, unless a Team grants permission to the Competition Manager to divulge the content of these communications to other Teams. See the exception in Rule 11.5 for more information about confidentiality.

- **Conference calls:** Teams are strongly encouraged to participate in regularly scheduled conference calls with the Organization. Invitations and instructions for participation in conference calls are provided via the Team Portal.
- **Meetings:** Before the event, GWD Teams and the Organization may have one or more in-person meetings. Notification of the date(s) and agenda(s) for meeting(s) is made via the Team Portal. During the event, a meeting is held the day before assembly begins. Daily meetings are also held throughout the event.
- **E-mail:** For expediency and to protect confidentiality, the Organization may choose to communicate with Teams via team member e-mail addresses listed in the Team Portal. However, most official communication occurs via the Team Portal.

11.5 - Decisions on Rules

Decisions on GWD Rules offers interpretations of the Rules contained in this document. After the Rules Officials make a decision that may, in their opinion, directly or indirectly affect the strategies of all Teams, the Rules Officials will add the decision to "Decisions" on GWD Rules and notify Teams of the addition via the Team Portal.

Exception: If such a notification would unfairly reveal the strategies of one or more individual Teams, the Organization may, depending on the circumstances, refrain from notifying all Teams of the decision.

11.6 Self-Reporting

Teams must self-report obvious or suspected rules infractions that have occurred or may occur.

- GWD Rules do not address every possible scenario that may arise during the competition. Therefore, a team considering an action that is not explicitly permitted by the Rules should ask the Rules Officials for a decision before proceeding with the action. If the Team does not ask for an official decision, it puts itself at risk of incurring a penalty.

- The Rules Officials and Director exercise discretion when determining the penalty for a rule infraction. Rules infractions observed by Rules Officials, Organizers, or other teams, (e.g., not self-reported by the team committing the infraction) may be subject to more severe penalties than self-reported rules infractions.

11.7 - Bonuses & Penalties

Teams committing rules infractions are subject to one or more of the following types of penalties, depending on the severity of the infraction: 1) point penalty applied to one or more contests; 2) disqualification from part, or all, of one or more Contests or Sub-contests; or 3) disqualification from the competition.

- Rules Officials determine the severity of rules infractions and classify them as **minor** or **major**.
- Rules Officials are authorized to apply point penalties and disqualify a team from part, or all, of one or more contests or sub-contests as a consequence of **minor** rules infractions.
- Rules Officials report to the Director all **major** rules infractions. The Director is solely authorized to apply point penalties or disqualify a team from the competition or from part, or all, of one or more contests or sub-contests for **major** rules infractions.
- Disqualification from the competition requires prior notice to the Team and an opportunity for the Team to make an oral or written statement on its behalf.
- The Competition Manager notifies all Teams via the Team Portal when a penalty has been assessed against any Team. The notification includes the identity of the Team receiving the penalty; a brief description of the infraction, including its severity, (minor or major); and a brief description of the penalty.

Penalties:

- Teams with dwelling units that do not receive a Certificate of Occupancy by the end of the assembly period will be **deducted 5 points per day**.

GENERAL RULES

For Late Submissions of Competition Deliverables:

- From 15 minutes to 48 hours after the deadline - **1 pt**
- From 48 hours to 1 week after the deadline - **2 pts**
- For missing content: if more than 5% of the required content is missing - **up to 2 pts.**

11.8 Protests

Official written protests may be filed by a Team for any reason. A filing fee of up to 10 points may be assessed to the Team filing the protest if the protest is deemed by the Protest Resolution Committee to be frivolous. Additional information is located in the Appendix.

APPENDIX

DEFINITIONS

The Gateway Decathlon will hereafter be referred to as GWD.

Assembly

The period of time between the arrival of trucks and the beginning of the contests on the competition site

GWD Building Code

A set of design and construction standards set forth and enforced by the GWD Building Official for the protection of public health and safety during the event

GWD Building Official

The rules official responsible for writing, interpreting, and enforcing the GWD Building Code

Communications Manager

The Organizer responsible for public outreach and communications activities

Communications Materials

All printed or electronic publications designed to convey information to the public

Competition

All aspects of GWD related to the 10 contests and the scoring of those contests

Competition Manager

The Organizer responsible for enforcing the rules and conducting a fair competition

Competition Site

Physical location of GWD

Contest

GWD competition consists of 10 distinct contests (separately scored), some of which contain one or more sub-contests

Contest Official

Individual selected by the Competition Manager to officiate one or more of the contests; a contest official is authorized to interpret only the rules of the contest(s) to which he or she is assigned

Contest Period

Multi-day period on the competition site when some or all contests are in progress

Decathlete

Member of participating teams

Decision

The interpretation or clarification of a rule by the Rules Officials

Decisions on GWD Rules

Compilation of all decisions made by Rules Officials during the competition

Director

The Organizer with final decision-making authority for all aspects of the competition

Disassembly

The period of time between the closing of the public exhibit and the completion of competition site cleanup; rule 8.3 does not apply during disassembly

Dwelling Unit

For each participating Team, the completed assembly of physical components installed on the competition site

Event

Activities that take place on the competition site including, but not limited to, registration, assembly, inspections, contests, special events, public exhibits, and disassembly

Event Sponsor

An entity that supports GWD which has been selected or approved by the Organization

Faculty Advisor

Team member who serves as a faculty member and primary representative of a participating school in the competition; this Advisor also provides guidance to the team

Juried Contest

Contest assessed by a professional jury

Juror

Individual selected by the Organization to participate in a jury that performs subjective evaluations

Jury

Group of jurors invited to evaluate GWD entries based on specific criteria established for a particular contest

DEFINITIONS

Organization

Core group of individuals that represent and manage GWD, including the Director, Competition Manager, Rules Officials, and Organizers

Organizer

Any individual assigned to work on GWD with the authority described in rule 1.4

Performance Rating Contest

Contest assessed on model-predicted performance

Performance Verification Contest or Sub-contest

Contest or sub-contest assessed on completion of tasks designed to demonstrate functionality by observation, measurement, or both

Project

For any participating Team, the activities for GWD, from issuance of the request for proposals through the conclusion of the competition

Protest Resolution Committee

Group of individuals selected by the Organization to resolve any Team protests during the competition

Public Exhibit

Areas of the competition site open to the public during designated hours

Rule

A principle or regulation governing the conduct, action, procedure, arrangement, etc., for the duration of the competition

Rules Official

An Organizer authorized to interpret the official rules; the Competition Manager is the lead Rules Official

Safety Officer

An Organizer whose primary responsibilities are to review Team construction documents and evaluate the competition site activities of every Team for compliance with rule 3.3

Scorekeeper

Individuals working for the Organization responsible for evaluating and keeping track of the team scores.

Staff

Individuals working for the Organization to plan and execute the competition

Sub-contest

A subset of one of the 10 contests that is individually scored

Team Crew

Individuals who are integrally involved with team activities but unaffiliated with a participating school, such as contractors, volunteers, and sponsors

Team Member

An enrolled student, recent graduate, faculty member, or other individual affiliated with one of the participating schools and integrally involved with Team activities, such as decathletes, faculty advisors, and staff from a participating school

Team Portal

Community platform that includes official communications suitable for viewing by all Teams

PROTESTS

- Teams are encouraged to communicate with Rules Officials to resolve issues and complaints before resorting to the protest process. Protests should be filed only if a) the Team and the Rules Officials are unable to resolve the dispute themselves; or b) the Team or Rules Officials are too busy to engage in discussions that may result in resolution of the dispute without a protest.
- Protests must be submitted between 8 a.m. and 6 p.m. local time, and within 24 hours of the action being protested. The final opportunity to file a protest is 5 minutes following the conclusion of the final contest on the final day of contest period.
- **Exception:** The results of one or more contests may be announced during the final awards ceremony. The results of contests announced during the final awards ceremony may not be protested.
- The protest must be submitted to the Competition Manager in a sealed envelope. It must include the name and signature of a decathlete, the date of the protest submission, an acknowledgment that a 10-point filing fee may be assessed, and a clear description of the action being protested.
- The Committee opens the envelope and reads the protest in private. No appearance by Organizers or team members is authorized during the Committee's private deliberations. No right to counsel by Organizers or team members is authorized.
- The Committee notifies Competition Manager if it would like to call any individuals for testimony. Competition Manager notifies individuals called for testimony. The Committee may call the Competition Manager for testimony.
- Testimony is provided by individuals called by the Committee.
- The Committee notifies the Competition Manager of its decision in writing and indicates how many points will be assessed as a filing fee. The decision of the Committee is final, and no further appeals are allowed.
- If the decision involves changes to a Team's score or the assessment of a filing fee, the Competition Manager notifies the Scorekeeper of the changes, and the Scorekeeper applies the changes to the scoring server.

The protest resolution procedure follows:

- Competition Manager convenes the Protest Resolution Committee.
- Competition Manager submits the sealed envelope containing the Team's written protest to the Committee. Unless the Competition Manager is called by the Committee to testify, he is not permitted to read the protest until after the Protest Resolution Committee has submitted its written decision.

- Competition Manager posts a copy of the written protest and decision on the Team Portal.